MACHETE GIRL

AUSTRALIA'S FIRST CYBERPUNK MAGAZINE

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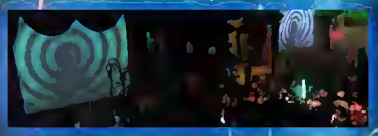
ISSUE 03 - YEAR 2011

TOKYO NEON EDITION

LITE EDITION

CYBERPUNK JAPAN



FALLOUT LAS VEGAS

BY DEKILLER

TOKYO DECADANCE

THE NO.1 CYBER CLUB IN THE WORLD

TRON & TRON

+ EVERYTHING FOR THE TRONOPHILE

+PLUS+

CHIBA CITY GOES TO CHIBA CITY!

MACHETE GIRL LEGION

MOVIE | GAMES REVIEWS

TOKYO CYBER CLUB PHOTOS

VIDEO AND MUSIC!!!

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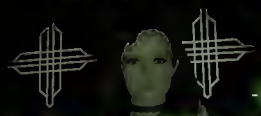
MACHETE GIRL
AUSTRALIA'S FIRST CYBERPUNK MAGAZINE

INPUT FROM MACHETE GIRL



-|-TOKYO IS CYBER CENTRAL-|-

And here is where you will find cyber culture at its best. This edition we try to focus a bit more the cyber culture of Tokyo and Sydney. If you are visiting Tokyo and finding it hard to find the cyber culture we are sure that we can enlighten your cyber needs.

TOKYO NEON EDITION is the theme as a tribute to Tokyo and its night time neo sub-culture. This edition will be jam packed with video and audio content to aid your journey. For the Tronofile this will be epic. The Lite edition of the mag will not contain music and video however you will be able to see most of the content by going to the editor's youtube channel if you | CLICK HERE | Be sure to save this mag to your desktop first!!!

Machete Girl

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Bruno Dante (Cult Projections) - Trons Review
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Comwedge - Video
Walt Disney Productions - Video

PHOTOGRAPHY CONTRIBTIONS
Comwedge

SPECIAL THANKS
DJ SISEN | BEARD & BRAU | ARTIFICIAL FLAVOUR | THE TEAM AT DARK MEDIA

This edition sees the launch of our fully powered and operational battlestation...actually no we don't have enough credits for that yet so just enjoy the video and audio that comes with this mag.
If you can see the video below then you will have no problem with the rest of the mag. If you can't then you'll have to upgrade your version of adobe acrobat reader or download the full edition.

E.D.I.T.S.
EVOLVE & DESTROY IDIOSYNCRATIC TECHNOLOGICAL SENTIENCE

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Downloaded with this issue are two tracks courtesy of Corps Noveaux you can listen to whilst reading thru

Track One - Electrosluts & Technowhores
CLICK TO PLAY BOTH TRACKS
Track Two - Jigsaw

COMWEDGE CHIEF EDITOR

WE HAVE SEEN THE FUTURE OF MEDIA ADVERTISING

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RIVET LICKER

cyber hair creations

Rivet Licker Cyber Hair started out back in 2008 selling dread falls and dread extensions but since has broke through the Australian cyber, rave and goth scenes as a top cyber hair designer and still a 100% handmade, home based business. Each piece is made with 100% love.

Rivet Licker offers high quality cyberlox, foam falls with custom motifs, mixed media falls to blow your mind, custom human hair fringes and epic one off designs. She also offers reasonably priced synthetic dread installations in Sydney.

Rivet Licker is always working on new products and will be adding super cool new designs to her portfolio starting in 2011.

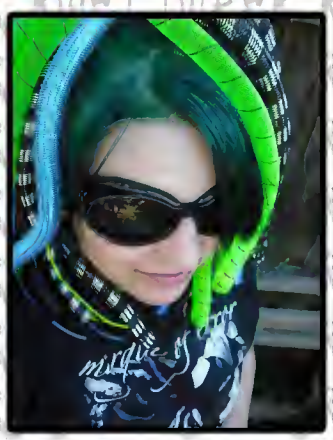
Rivet Licker's portfolio is available to view in full at facebook.com/rivetlicker

Rivet Licker also has the most definitive synthetic dread tutorial video series available on youtube.

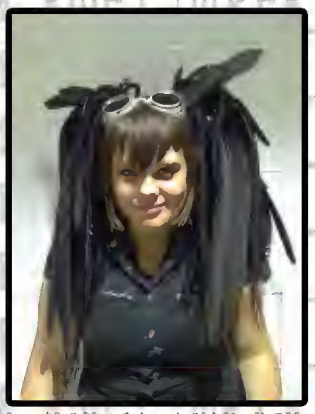
Contact:

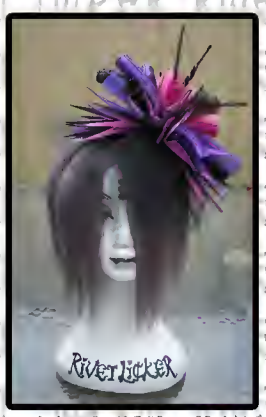
E: rivetlicker@yahoo.com.au - Ph: 0439 030 888

SPECIAL OFFER! Mention Machete Girl E-Zine for a free matching human hair fringe with a custom fall order*! (Save over $30!)



L-R T-B:
Mixed Media falls made exclusively for Shallow Nation's Charity Raffle
Mixed Media falls
Cyberlox falls
Wool Wig (one off)
Dread install
Cyberlox falls
Foam falls
Fascinator (one off)
Human Hair fringe with white synthetic streaks





*Custom falls must be a minimum value of $120.

Hackers, Crackers and Phreakers come in infinite diversity in infinite combinations. For most of us code hackers lost in cyberspace we can easily get lost in the vastness of directories...

Time for some distraction with the

MACHETE GIRL LEGION

STEF DAWSON - DIGITAL PORCILAIN DOLL - Machete Girl One
MACHETE GIRL LEGION

VIVKA - CYBER SAMURAI PRINCESS - Machete Girl Two
MACHETE GIRL LEGION

HARLOW THEORY - DATA COURIER - Machete Girl Three
MACHETE GIRL LEGION

MISS MISCHIEF - CROME BREATHER - Machete Girl Four
MACHETE GIRL LEGION

TOKYO: CYBER CULTURE CITY

東京：サイバー文化都市

The world renowned sub-culture which manifests itself in places like Shinjuku, Akihabara and Shibuya, is a real walk on the dark side of humanity. While the rest of Japan struggles for its own modern definition, this sub-culture thrives in every dark corner you may or may not find...

Still, as Japan does remain largely a closed society, we offer a sneak peak into this amazing cyber world and de-culture of the Otaku (anime and computer hacking obsessed fans).

I highly recommend, for the avid cyberpunk, staying in a four or five star hotel with a wicked view of Tokyo, with a copy of neuromancer in hand >_<. From some buildings you get the full 360 degree view, I usually stay at the Prince Park Tower, close to Tokyo Tower in Minato-Ku.

This will give you the illusion that you are living in a distant cyberpunk future looking out at the world's biggest mega city.

On the ground however is just as impressive if you know where to look! Best way to know where to look is get yourself lost and find out for yourself!! Start in Akihabara and work your way to Ginza and Roppongi Hills then Harajuku, save Shibuya and Shinjuku for weekend/ night-time raids!!!

Japan has well over six million vending machines ranging from hot coffee to lingerie and pretty much everything you can think of inbetween. In the cyberclubs of Tokyo they actually provide additional cool lighting >_<

Taxi's are expensive so use the metro subway as much as possible. The subway is down to the second-on-time.

This is the most up to date and practical cyber club map you will find anywhere.
Courtesy of: lacarmina.com

Speaking of clubs the two I found most interesting were "Studio Cube 326" and "Tokyo Decadance". Both I would consider to be cyber culture clubs with music varying from heavy industrial to psy-trance and techno however both were vastly diferrent in venue, patronage and size!

Tokyo Decadance (Shinjuku) will cost you ¥5,500 (Which in AU Dollars was roughly $70), very expensive for just getting into a club but it is worth it! Studio Cube 326 (Minato ku) was free for me so I have no idea >_<

Shinjuku is generally considered the best place to find the clubs you are looking for, allthough I do recall several interesting nights club hopping in Shibuya.

Akihabara is the place for all of your porn, anime and high tech desires and is always my first port of call when visiting tokyo.

HATSUNE MIKU (PHOTO BY COMWEDGE - HATSUNE MIKU'S NEW ALBUM ON A BILLBOARD IN AKIHABARA)

...is a phenomenon that has been sweeping the world. A completely digital voice system with an anime-like character at the helm of an 11 piece group. Now performing her own concerts on the stage throughout Asia as a full 3D Hologram.

To say that this is both a leap in technology and entertainment is a massive understatement. The passionate desires of the Otaku who grew up watching anime have been realised. Some might remember Macross Plus had a similar character who captured the hearts and minds of all in the galaxy with the extraordinary digital vocals and holographic projections. Hatsune Miku and her friends are the realisation of long held, real life, anime fantasy...

Saki Fujita was the original sample for the voice of Hatsune Miku and there are several more voices sampled in the vocaloid system.

The technology is the result of the culmination of efforts from the Pompeu Fabra University in Spain and the Yamaha Corporation who developed vocaloid.

Crypton Future Media were the ones who created the voice, design and personality for Hatsune Miku.

Click on the image on the right for the youtube video
Hacked by Comwedge.

...STUDIO CUBE 326

326 Is a kickass club in the Tokyo Bay area of Minato-Ku and is fairly seperate from the general hub of cyber clubs of Shinjuku.

326 in October 2010 played host to a host of electronic artists who had performed there in the last six years the lineup was as follows:

Time Table

6TH ANNIVERSARY!!!!!!

23:00	PlasmaDancer
23:40	Siki
0:20	COGI
0:55	Kaz-B
1:30	Full Circle DJs
2:10	TETRA
2:50	SiSeN
3:20	Betwixt & Between
3:50	TAKUYA
4:30	GUL

Studio Cube 326 reminds me of 161 Regent street Sydney prior to the shutdown in 2001

Mainly because you have to access the club via a neon lit elavator. Just makes my day whenever I get to do that!

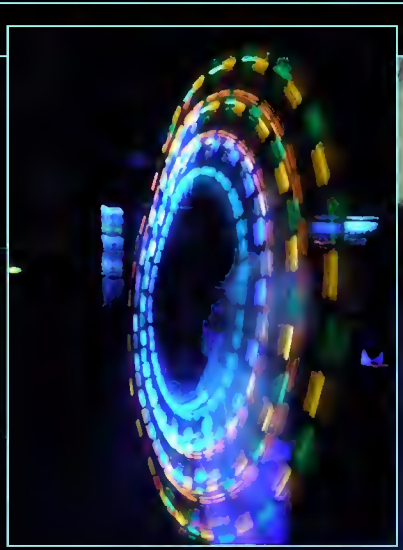
The fact that the tunes are just so unbelievable awesome is a good 2nd to the elevator.

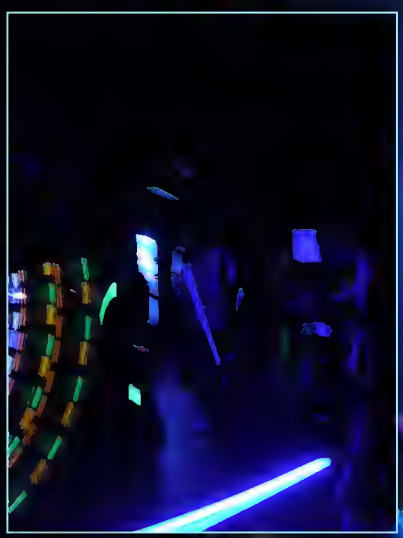
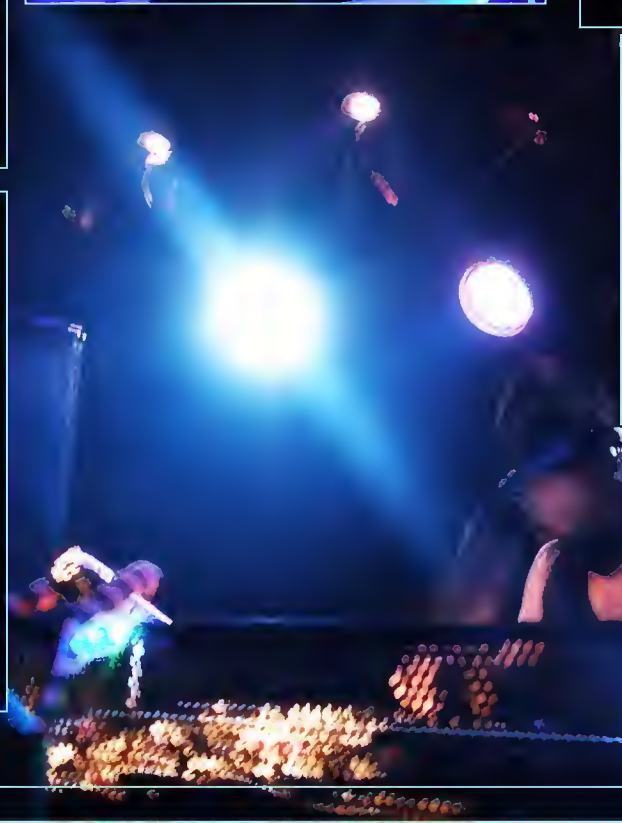
3rd bouns, well has to be the vending machines >_< had my first hot coffee in a can from a vending machine here

Special thanks to DJ Sisen for showing me around!

ZIMA

DATASTREAM 15



...TOKYO DECADANCE

METRO TOKYO is a hive of activity come Friday and Saturday nights but nowhere will you find the more retched hive of scum an villany than at Tokyo Decadance.

It's here that every sub-culture collides in its own hydron collider and you really do not know what to expect.

However this party is hardly contained by Decadance Bar, if this were a science experiment then you would think that there was a breach in containment that spilled all over Shinjuku

These photos are from the Halloween Decadance party and as I have learned each weekend has its own theme and Decadance bar is restructured accordinly. Sometimes to accomodate the giant robots that roam the halls!

See video below for a walkthrough from Decadance Bar to the main auditorium

VIDEO ONLY AVAILABLE THROUGH FULL EDITION

DATASTREAM 18

BEER

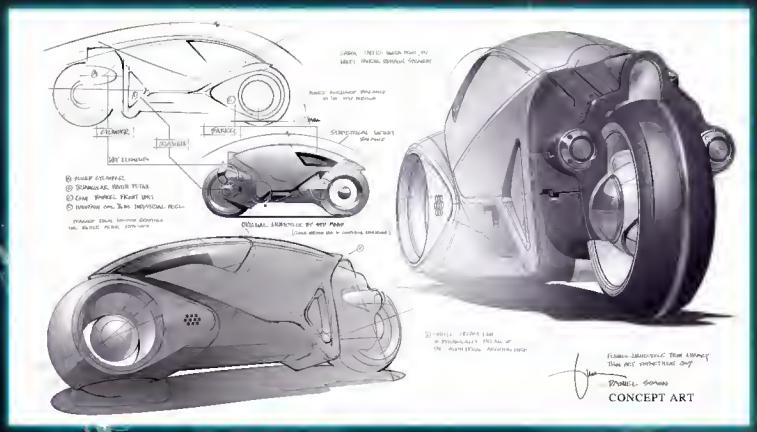
Canon
DATASTREAM 22

TRON LEGACY

TRON AND TRON - BY BRUNO DANTE

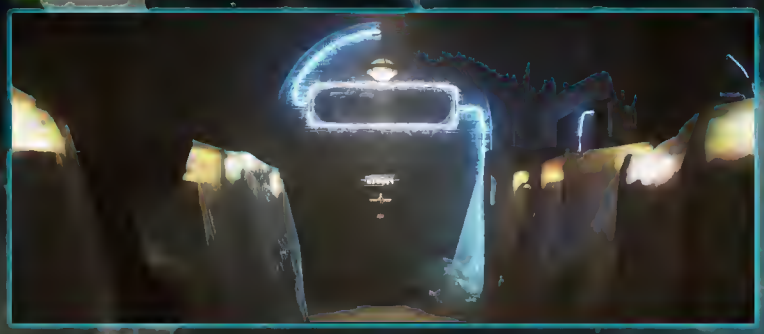
DATASTREAM 25

"Greetings. The Master Control Program has chosen you to serve your system on the Game Grid. Those of you who continue to profess a belief in the Users will receive the standard substandard training that will result in your eventual elimination. Those of you who renounce this superstitious and hysterical belief will be eligible to join the Warrior Elite of the MCP. Each of you will be given an identity disc. Whatever you do and whatever you learn will be imprinted on this disc. If you lose your disc or fail to follow commands, You will be subject to immediate de-resolution."



Kevin Flynn (Jeff Bridges) is a talented video game designer and programmer and a skilled computer hacker. His former colleague Ed Dillinger (David Warner), has now become the Senior Vice-President of the company Encom and has stolen Flynn's ideas for several popular video games. Flynn takes matters into his own hands, refusing to let Dillinger swindle his career and destroy the future. Aided by fellow colleagues Alan Bradley (Bruce Boxleitner) and Lora (Cindy Morgan), Flynn infiltrates the company building afterhours, intending to crack the system, find the stolen code and re-appropriate it, proving it is his creation.

Fate however has other plans. The company's Master Control Program (MCP), originally a computer inception of Flynn's colleague Walter Gibbs (Bernard Hughes), has since evolved into a powerful artificial intelligence (revealed to have a giant digital visage) supervised by Dillinger. Sensing Flynn's intent he intervenes, abducting Flynn directly into the computer world. Flynn is digitized, turned from a User into a computer Program, and ultimately forced to participate in gladiatorial games within the computer world where his only chance of escape is with the help of a heroic security program known as Tron.



"Yes I'm old. Old enough to remember when the MCP was just a chess program!"

Tron was produced by Walt Disney Productions and was released in 1982, intended to be a seminal advancement in computer-generated imagery combined with live action. Unfortunately the film was ultimately a failure at the box office, with many critics lamenting the demise of traditional animation and optical special effects. However - and oh so ironically - the arcade videogame based on the movie proved to be a huge success, and eventually out-grossed the film.

Time has not been kind to TRON. Directed by Steven Lisberger who wrote the screenplay based on a story by Bonnie MacBird and Lisberger, TRON had grand intentions, but was floored by its own design. The special effects, while experimental and like nothing that had come before them, have not aged well. The movie itself failed to engage audiences in 1982, partly due to the outlandish concepts within an unfamiliar computer realm, which now seems immature, even stillborn, especially compared to the sophisticated storytelling of today's science fiction movies.

Nevertheless there is something intrinsically cute about TRON. Perhaps it's the small moments within the movie, such as when Clu (Flynn's computer file avatar)...

....Tron (Bradley's avatar) and Ram (Dan Shor) are drinking at the stream of blue liquid the digital elixir that provides them with a source of energy. Or maybe it's the Light Cycle sequence. Yes, and it was the Light Cycles that sold TRON back in 1982. Every young lad and tomboy wanted a light cycle; they looked too cool for school.

"My User has information that could ... that could make this a free system again! No, really! You'd have programs lined up just to use this place, and no MCP looking over your shoulder."

TRON bears resemblance to Star Wars and Logan's Run, the underdog embroiled in an adventure of survival eventually sourcing information from a robot/machine oracle. French graphic artist Jean "Moebius" Giraud, known for his cult strips for adult magazine Metal Hurlant (Heavy Metal), Syd Mead, the futurist who provided Ridley Scott with designs for Alien and years later for Luc Besson's The Fifth Element, and illustrator Peter Lloyd, were the conceptual artists employed to design TRON's geometric and industrial fantasy computer world, the most impressive being the Light Cycles and Recognizer transport vehicles.

Journey provided two songs, Only Solutions and 1990s Theme. They would return in subtle form the background of the sequel with Frontiers, while the Light Cycles and the Recognizers would return in a far more impressive form.

"You've got to expect some static. After all, computers are just machines; they can't think."
"Some programs will be thinking soon."
"Won't that be grand? Computers and the programs will start thinking and the people will stop."

TRON is a curiosity, fragments of design and intent. The bio-digital seed had been planted ...

This code disk means freedom.

This is the story of two worlds. And the beings who inhabit them. One of these is our world. The One we can see and feel. The world of the "Users". It lies on our side of the video screen. The other, an electronic micro-civilisation, lives and breathes just beyond our grasp. This is the world of the "Programs". Because we, the "Users", have created this new world, part of us lives in there too, on the other side of the screen ...

TRON: Legacy continues the visionary digital universe first witnessed in TRON nearly thirty years later, breaking the record held by Psycho and Psycho II for longest gap between sequels. TRON: Legacy was a long anticipated movie project . The idea for a TRON II, or TR2N as it was first being titled in pre-production, had been around for many, many years. Teaser trailers for Legacy had been floating around the internet and appearing at sci-fi conventions for the past two years. Much talk had been made over what kind of future the sequel to TRON would occupy.

Now the time has arrived for audiences to jack back (or immerse themselves for the first time) into the world master game designer Kevin Flynn was instrumental in creating. But he has given (re-)birth to a monster program too; his doppelganger, Clu 2, a digital version (Codified Likeness Utility) of his younger self (and a re-boot of the original Clu from TRON) who has been responsible for overseeing the development of micro-civilisation into a vast, uber-sophisticated existence that his User provided the basic inception for. But now a new central figure enters the digital universe; a young man in search of his lost father.

"Change the scheme! Alter the mood! Electrify the boys and girls if you'd be so kind."

Twenty-seven year old Sam Flynn (Garrett Hedlund), is a talented hacker (like his father) and an agile adventurer. He becomes intrigued when Alan Bradley, Flynn's former colleague, informs Sam that a message from his father, who vanished without trace (well, almost) in 1989, has appeared on his old pager.

The teaser is sourced to the long-closed-down video arcade building that was once owned and operated by Flynn. While nosing around inside the building Sam finds a hidden basement and a very cyber secret...

Sam initiates a computer sequence and is subsequently transported to the digital realm of The Grid, the digital world his father once used to visit on the other side of the screen. But this version of The Grid is a much more impressive and dangerous world than the one that featured in the first TRON movie. It is also where his father has been living for the past two decades.

"The Grid, a digital frontier, I tried to picture clusters of information as they moved through the computer. What did they look like? Ships? motorcycles? Were the circuits like freeways? I kept dreaming of a world I thought I'd never see. And then, one day ... I got in."

Once inside Sam meets Quorra (Olivia Wilde), who bears a similarity to Kevin's old flame Lora (Cindy Morgan, who does not make an appearance in TRON: Legacy, despite her significant involvement in the first movie – apparently, according to the official TRON 2.0 video game, she died due to a misfiring of a digitizing laser, oh what a shame!) Tron (Bruce Boxleitner) and Quorra assists Sam in being reunited with his father, now an outcast and practitioner in the art of Zen. They attempt to overcome Flynn's nemesis, Clu 2, who is programmed to stop at nothing amidst a strange and mesmerizing digital landscape far more advanced than anything presented in the original TRONiverse.

Director Joseph Kosinski has a background in CGI, and, rather curiously, in 2007 he was originally hired by Warner Brothers to direct a remake of Logan's Run (1976), a project that now appears to be on the back-burner. Curiously the TRON premise, both original and Legacy, bares similar thematic elements to the premise of Logan's Run. Working from a script by Adam Horowtiz and Edward Kitsis, TRON: Legacy is both a sequel and a re-boot (pun intended) of the original movie.

This is bio-digital-fusion man...

Many of the original movie's design elements and production concepts have been integrated, upgraded, re-jigged, and re-modeled for the new movie. The niftiest example of this is one of the final images in TRON: Legacy replicating the iconographic dual stance of Tron and Yori (Lora) from the first movie's poster design (an image which doesn't actually occur in the original movie, but was used purely as publicity). Another affectionate nod to the original film that amuses is Sam's remark as he infiltrates the Encom building, "Now that is a big door."

It is the look and vibe of TRON: Legacy that impresses so magnificently, much more so than TRON could ever hope for. Darren Gilford's production design, combined with the luminescent blue-silver cinematography courtesy of Claudio Miranda is absolutely stunning. The visual effects are nothing short of brilliant, except for one glaring – and unfortunately crippling – error: the CGI-mapping of a young Jeff Bridges' face onto another actor for the character of Clu 2. The technicians have not managed to give life to the eyes, and thus the character never comes to life (a deep irony there). The mouth movements aren't convincing either. This decision will date the movie terribly. If only they had made the more humble, but ultimately more insightful decision to cast an actor who bore a striking similarity to a young Jeff Bridges. Audiences would have run with it.

The conceptual designs of Syd Mead and French artist Jean "Moebius" Giraud, which were the graphic highlights of TRON re-appear in updated versions: the sleek Light Cycles (an awesome sequence in the movie) and the intimidating Recognizers. It's a graphic and industrial designer's dream world.

Stanley Kubrick would have been impressed with TRON: Legacy. With its limitations aside, the movie looks and feels like what Kubrick could have made if he had lived long enough to film his A.I. Artificial Intelligence project (the one that Spielberg took, ran with, and dropped the ball). Flynn's apartment is straight out of 2001: A Space Odyssey (1968), whilst dandy Castor/Zeus, the owner of the End of Line club appears to be a composite of the character and performance of Malcolm McDowell as Alex, the droog, from A Clockwork Orange, and David Bowie circa The Thin White Duke.

Jeff Bridges was okay in TRON, but he's great as the older Kevin Flynn. Garrett Hedlund is adequate as Sam, but Christian Bale would have given the movie much more dramatic weight. Olivia Wilde provides ample sensual distraction in a deer-in-the-headlights role as Flynn's warrior-cum-confidante (and certainly an intentional visual reminder of Lora/Yori?). But TRON: Legacy isn't going to be remembered for its performances, it is an instant cult classic purely on a production design, visual effects and atmospheric level.

Special mention must go to the alluring Gem (Beau Garrett), a Siren program, with her uber figure and slinky white cat-suit to fit [a perfect candidate for a Machete Girl cover] and to the silent cameo made by Daft Punk who play the MP3 program DJs in the End of Line club, but more importantly who scored the movie with a combination of orchestral pieces and several pulsing synthetic dance trax that provide a throbbing electronic backbeat to propel the mise-en-scene. It's some of the best stuff they've done in years.

As a Dystopian/Utopian dream-nightmare TRON: Legacy slips and slides like an electric eel. Despite all the Blade Runner (1982) reminders, and the assorted elements that feel so familiar, the movie resonates with a strangely fresh and invigorating vibe, perhaps like a glass of that luminescent energy elixir Flynn tasted in at a pool in TRON, and which is seen at Flynn's dinner table and at the club's bar in TRON: Legacy. The movie is overlong, but never mind. That disappointing dead-eye syndrome special effect is annoying, but never mind.

"Out there is a new world! Out there is our victory! Out there is our destiny!"

Knock on the sky and listen to the sound.
TRON: Legacy riffs like beautiful bio-digital-jazz.

.....code...interupt...sequence terminated..... End of line.

CLICK HERE FOR A SPECIAL MESSAGE FROM KEVEN FLYNN

FLYNN'S VIDEO ARCADE

VIDEO ONLY AVAILABLE IN FULL EDITION

VIDEO ONLY AVAILABLE IN FULL EDITION

VIDEO ONLY AVAILABLE IN FULL EDITION

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ALL TRON™ MATERIAL IN THIS EZINE IS © WALT DISNEY

SPARKLE MOTION

OCT 2010

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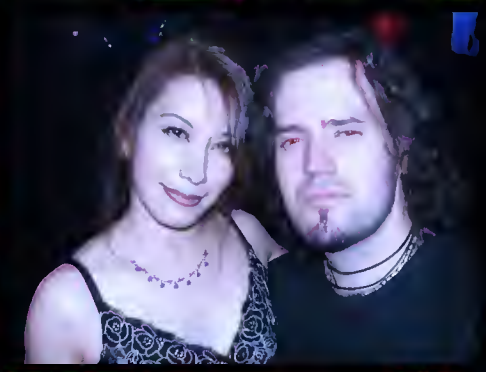

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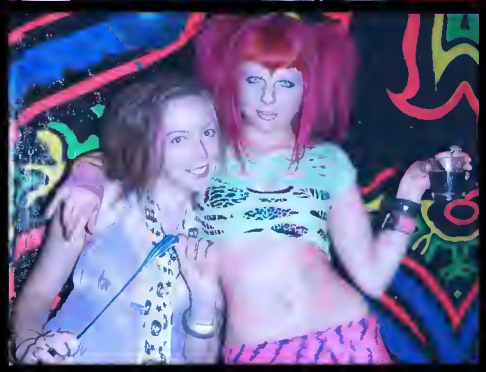

SHALLOW NATION
AUG 2010

SHALLOW NATION

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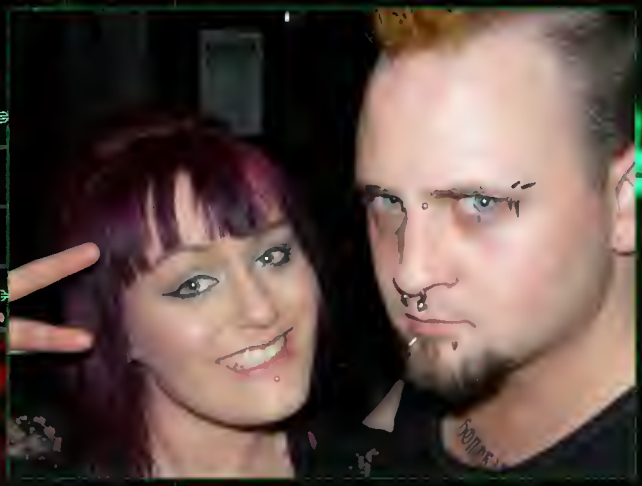

SHALLOW NATION

NOV 2010

There is a place for us, a place where we can be as one with others as we can with a terminal this place is called shallow fucking nation baby and it is calling you one and all to be a part of something greater than the sum of your own mind numbing solo bio techno experience From the depths of Oxford street the sound is being heard around the world that this is our time and this is our place...This is Shallow Nation (Queue Aarons awesome pop song to piss off the Goths)

CRISISWEAR™

:[FASHION EVOLUTION]:

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ドアが閉まります
無理なご乗車はおやめください
Doors close soon after the melody ends.
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アミューズメント館
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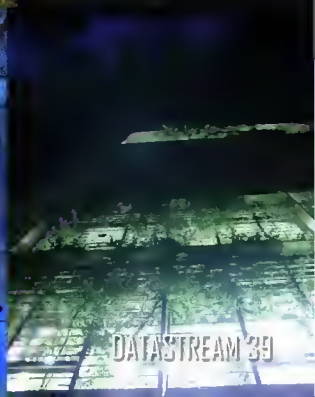

CHIBA CITY GOES TO CHIBA CITY!

GAME AND TECHNOLOGY REVIEWS (OR THERE / BOUTS)

So there I was. I'd finally arrived in the mythic Chiba City. The place described so romantically by William Gibson as the futuristic slum city and well, you didn't really have to look to far in the future to see that this place was the drop zone for the backwash of Japanese society. I mean, who gets bowled over by a fat homeless guy when you exit the train station I mean really!

Given the mood of my opening paragraph it will come of no supposed to you then that I hated the place, yet still openly fascinated. Most of Japan that I had seen to date has been clean but this place was like some of the worst parts of the world. And oh well "that's just Chiba" my Japanese friends tell me.

Apart from the upside-down monorail there was nothing much to see, unless of course you are looking for cheap hookers and just a bad place to party.

Admittedly I didn't have the time or the want to see Chiba at night but I can easily imagine what it is like as I am sure you can by now. It seems that when the government came into the "tent cities" and closed them down after a stiff drop in employment from 99 – 70 percent in 2009, all the homeless people packed up and moved to Chiba. At least in Tokyo if you see a homeless shack it's still very neat and tidy (Which is quite fascinating in itself). Here it was just normal homeless people interacting with the crowd.

Still it was not all bad, there is a community here and some places to buy technology and anime goodies. There was a complex that did seem like a mini Akihabara.

The population of Chiba is approximately 7 million (not 960,000 as Wikipedia would have you believe) which is a third greater than Sydney. The prefecture is a mixture of industrial complexes and old fishing and agriculture communities.

The area is highly polluted and has not sustained a fishing industry in many years and if you are lucky enough to see Chiba from one of its small towers then you will see an industrial waste land outside the city. It is highly reminiscent of those cyberpunk movies where the central city is highly digital and modernised and the outskirts are nothing but an unforgiveable wasteland. Though in recent years they have tried to improve the area.

I found myself wondering at first why William Gibson would chose such a place to start off his novel Neuromancer, and then I remembered; Case was a down on his luck hacker hanging out in a dingy bar, which I actually think I found >_<

It came as no surprise to me when I found the red light district of Chiba. What I was surprised with was how many places there were and how cheap they seemed to be, each place with its own bouncer for morning, day and night. These places supported a 24 hour economy and had billboards for the better places to get sex.

I also realised that this city had been heavily influenced by America (Unlike most other places I have visited in Japan) as there was a military base stationed in Shiroi in Chiba after the war.

Sorry as it may sound, I want to go back.
Comwedge

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CHIBA CITY

GAME AND TECHNOLOGY REVIEWS BY DEKILLER

Attention all Cyberpunks and Vault Dwellers! The time has come, where we here at Machete Girl bring you a new game fresh out of the vault directly into the hands of yours truly, Machete Girl's trusty video game reviewer! Straight from Bathesda Softworks the game that promises nothing short of complete apocalyptic wasteland mayhem. May I add, that this game is stored in a vault in a remote location in the Mojave wasteland, for its own protection of course. For those of you who have less brain cells than a bottle of Nuka-Cola, the title I am writing about is Fallout New Vegas. Not only does this provide me with a great opportunity to talk about a game that I have been anticipating through most of last year but it gives me the opportunity to tell horrible post apocalyptic jokes, so I will use this chance to give all of my readers a heartfelt pre-emptive 'sorry'.

For those of you from the school of video gaming and Fallout will know by now that Fallout New Vegas was one of the most anticipated video games released in the late half of 2010. The game is set in the expansive, highly dynamic and detailed post apocalyptic southern Nevada wasteland, which includes an almost ruined Las Vegas (herein known as New Vegas) and the surrounding areas dubbed the Mojave Wasteland. You are a courier who's task it is to deliver a very valuable artefact to a very important client in New Vegas. However, it all goes wrong in a shocking unravelling of inevitability as you soon find out seconds into your assignment... unless your game bugs out on you. Fallout New Vegas, like other games based on the Oblivion Engine is unfortunately full of bugs and glitches which can convince some players to not even bother playing this game.

I figure whilst on the subject I will take this opportunity to talk about the bugs and glitches. Like any newly released video game, Fallout New Vegas was released with a number of bugs and glitches. These included the well known bug which entailed a non-player controlled character at the start of the game to physically loose his head, leaving it spinning around on the spot and becoming anatomically disconnected from his spine. You know, like what you used to do to your sister's dolls... yes we know all about that... Though loosing your head like that really is not a good way to get ahead in life. This bug was fixed in the first game patch. Another common glitch that is of a frequent occurrence in the game is the landscape glitch. This involves the player character getting stuck in one of the many static objects in the Mojave wasteland landscape such as a pile of rocks, trees, cars or even a fence. Though one would say what else would you expect from the glory that is the Oblivion game engine!

CHIBA CITY

GAME AND TECHNOLOGY REVIEWS BY DEKILLER

Fallout New Vegas is a game with dynamics in storyline and game play as well as having strong role playing components. The story line itself is particularly interesting, the game as I explained above starts with you on a courier assignment which results in you suddenly landing a bullet in your brain. This particular kind of start to a story line is a strangely increasing occurrence. It is almost as if game writers and developers of the world intend to portray a hidden subliminal message to their fan base... conspiracy? Once you are shot a horribly dismembered Mojave wasteland doctor saves you with tools which I suspected were far from sterile. He soon introduces you in setting up your S.P.E.C.I.A.L. skills. It definitely seems that the developers have been inventive in their naming conventions, it is that or they are again trying to tell their players that something is suspect. Once you are allowed into the outside world of the Mojave wasteland the dynamics and diversity of the game play and story line really come into play.

Like many role playing games New Vegas has a good and evil system where right off of the bat your actions and choices will control how you are portrayed to the non player controlled characters.

This mainly comes into play when you are working with any of the three main groups, the militant NCR, the strangely cunning Mr. House and the down right crazy Legion. What you do for one group will change the way you are perceived by the others, think of it as a post apocalyptic situational comedy, except in the end everyone is nuked in more ways than one. Although, it's not only how you interact with the non player controlled characters that define how they talk and treat you. This is where Fallout New Vegas' role playing systems really come into their own, your skills, abilities and personal traits really do affect your gaming experience. Put simply each play through of Fallout New Vegas is entirely different than the last.

I think now is the chance to get into the nitty gritty of the game... that's right! It's time for yours truly to write about the graphics and control components of the game.

The graphics of the game are limited by the constraints set in place by the Oblivion engine. In my opinion the graphics can be easily compared to standard definition in a high definition world. The lighting and contrast in colour just don't seem to be right up there with the other newly released games of this age. There are even multiple times in the game where certain graphics and textures can glitch out and when it is staring at you point blank in the face it can almost ruin your experience. However, on the other hand I can see why they kept using the Oblivion engine; it allows the developers to do the highly impressive visual work that made up the vistas in the game.

Unlike the constraints on the graphics; the Oblivion engine in my point of view did wonders with the control aspect of the game, I found it smooth and very responsive and not once during my play through of New Vegas did I find that the controls were unresponsive or slow. Over all I would compare the graphics and controls to a girl whose visual aspects are much to be desired however she makes up for it in character and expertise. Over all I enjoyed Fallout New Vegas very much and I would play it again. I would even go so far as to say I would prefer New Vegas over Las Vegas as it is a vast improvement.

DeKiller

Story Line: 9/10 | Game Play 9/10 | Graphics: 7/10 | Controls 9/10
Cyber Punk: 8/10
Over All Rating: 8.4/10

CHIBA CITY

GAME AND TECHNOLOGY REVIEWS BY DEKILLER

ENSLAVED
ODYSSEY TO THE WEST

The second piece of work I shall take out of our vault today is Enslaved: Odyssey to the West. The game is based in a post apocalyptic world, full of puzzles and is a very strained awkward example of what could possibly be portrayed as a relationship. Playing as the muscular brawn Monkey you are an imprisoned slave where you soon escape and team up with the slim and agile brain known as Trip. Based on the ancient Chinese story Journey to the West, Enslaved: Odyssey to the West is a story of pilgrimage and slavery where Monkey and Trip encounter complex challenges and long roads as they attempt to free themselves from the cold steel hands of slavery. Although, they do find help from new friends along the way.

The storyline of Enslaved: Odyssey to the West is starts with Monkey escaping from a slave ship. You as Monkey wake up from a cinematic sequence of the crash to find that a slave band has been placed on your head. The band is verbally controlled by your new companion Trip. The closest comparison I can think of is the affect your wedding ring has on you whilst being told what do by your wife. This head band allows Trip to basically control Monkey. Monkey cannot physically get too far away from Trip nor can he harm Trip. To add more inconvenience if Trip dies than so does monkey. This brings Trip and Monkey together so they can begin their great pilgrimage against slavery. Whilst on your journey you encounter visions of what seems to be your past whilst adding more pieces to the puzzle of your pilgrimage. However, like a lot of games the majority of the puzzle is solved in the end, leaving some pieces un-accounted for which adds to the suspense and the confusion. From my first play through of Enslaved: Odyssey to the West it became apparent that the story line of the game was well implemented while still incorporating the puzzle solving component, however the actual game play leaves much to be desired...

I found that Enslaved: Odyssey to the West's game play to be something that was far from desirable. In a way it could even be considered a trap, for the game would trick you, by letting you control a prime ape that would be happy to do whatever you tell it, go where you want it to go and do anything short of bending over for you. Suddenly that prime ape would be ripped away, replaced by its half blind, half limp, half deaf brother who has a huge problem with authority as well as an ingrown toe nail which aggravates him so very, very much.

For those of you who were too busy focusing on the monkeys (sorry they will not throw their faeces) the message I am trying to portray in that little metaphor is the controls and game play of Enslaved: Odyssey to the West is rough and unfocused. Everything would start fine, the direction is clear, and your character responds well to the controls.

However, soon you find that the flow between each stage is rough at best and the control of your character along with the camera angles go completely down the toilet...

CHIBA CITY

GAME AND TECHNOLOGY REVIEW BY DEKILLER

I found during my playthrough that the camera would pan away to show you a point of interest, a destination or where your companion ran off to like a Jack Russell Terrier which is convenient, however, it would occasionally bug out and get stuck leaving you stranded in the dark having to find your way across a very difficult obstacle with no sense as to where the obstacle was. Now, if the controls were smooth and responsive it would not be half the challenge it is. I found that they were often ecstatic and jumpy causing Monkey to jump big leaps instead of short bounds in the completely opposite direction to where I directed it. Even the AI in this game leaves much to be desired, many a time I had my precious companion find them selves falling down a very long hole or even jumping off of the game map into a pit of nothingness leaving me completely stuck. The AI would even have issues where I would find it a wall to run into or a patch of grass to jog on the spot on. I would honestly say I would like this game if it weren't for the game play, bugs and controls. It is almost as if the game needed a little more time in development before its release.

The graphics of Enslaved: Odyssey to the West are quite blocky when compared to other 3rd person games found on the PS3 or Xbox 360. I know that console graphics are quite restricted when compared to what the graphics processors of high level gaming computers are capable of. However, the developers of Enslaved chose to utilise the Unreal 3 graphics engine developed by Epic Games. Released back in 2007 in conjunction with Unreal Tournament 3 when compared with newer games released in 2010 using newer, better looking and more modernised game engines.

For example see Uncharted 2: among thieves which uses the Naughty Dog Game Engine 2.0. It's like releasing a car from the late 1990's into today's market. I found that the graphics were not as defined as they could be, the colours and shades do not merge together as smoothly as other games released at the same time...

Then again you could say that my idea of what video game graphics should be has been tainted by the next gen games of this modern age.

You should know that I have really tried to be objective towards Enslaved: Odyssey to the West in this review... however, if you weigh up the differences between the good and bad aspects of this game you will see why this review has such a negative light. It's just like trying to befriend that one kid who really annoys you but your mother forces you to hanging out with him. It's just so very hard to do. If only the developers at Ninja Theory and Namco Bandai Games had spent more time trying to perfect the finer points of the game rather than it's concept. Yes it is an original and fantastic concept and I would really like to enjoy and appreciate Enslaved but... I just can't.

DeKiller

Story Line: 9/10 | Game Play 6/10 | Graphics: 6/10 | Controls 5/10
Cyber Punk: 9/10
Over All Rating: 7/10

MOVIE | TV REVIEWS

BY COMWEDGE

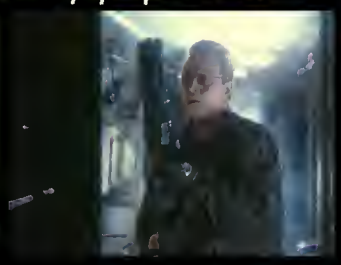
Although this series is now officially over after just 18 episodes. The precursor to the recent multi award winning BSG series is a stunning work of cyberpunk art. Basically everything about it is cyberpunk from the cyborgs and robots gone haywire, dystopian landscapes, cyber worlds to explore and interplanetary fanatic religions. It's just so fucking cool man and anyone who says different will have to answer to me in my homemade cylon suit! Download it if you can buy it if you're a noob or just want to support the network.

Cyber City landscapes of Caprica and New Caprica in the virtual world of the holoband.

So back in the 80's I found it real hard to recognise Rutger Hauer in anything but Blade Runner. However Not long after Blade Runner Hauer was at it again with Split Second. This time he was the cop trying to track down a killer in another kind of Dystopian landscape.

Total Blade Runner envy >_<

Set in London of the future. The world is basically flooded and Harley Stone (Hauer) has a hard on for anything with sugar, not limited to his sexy sidekick/ friend Michelle (Kim Cattrall) but no really the dude has serious sugar issues! It's seems the more sugar Harley gets the more physic powers he has in tracking down some sort of unnatural killer that has so far evaded London's finest. This movie also stars Alun Armstrong as Thrasher, a regular of many cyberpunk movies.



Far better than its predecessor, Children of Dune is a three parts series of movie length episodes that delve further into the future of the fate of the planet Arrakis and all who are subject to the restrictions of using the spice to make interstellar travel possible.

James Mcavoy heads an all star cast in a story of survival and constant betrayal from those who seek to rule the universe.

The children of Dune however are not very forgiving nor are the fanatical opposition to the teachings of Muad Dib.

Well worth watching for fans of the original books.

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CY-NET PATROL

This issue we found some awesome websites with well spent hours by our team wasting time.
Check out the latest from all the darkest corners of the web!

http://www.exaella.cyberpunk-anime.com/

We are really excited about this site. A lifeform born from the web. Turned into an anime which just looks visually stunning. The site is not complete yet so you will have to do some creative navigating and youtube soul serching but you'll get the picture...

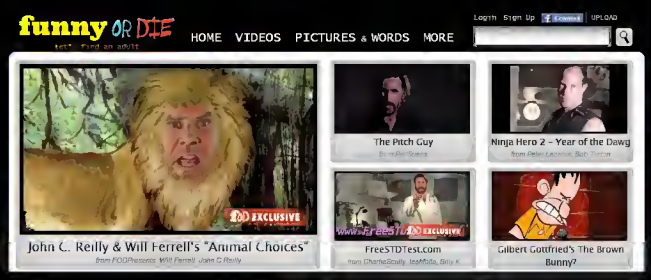
http://yamato-movie.net
SPACE BATTLESHIP YAMATO

Again another official site! Mostly in Japanese so use a web translator if you are not Japanese. Basically this is the first anime I saw as a kid (Also known as "Star Blazers") and it was just the coolest thing to see a live action feature trailer while I was in Tokyo. Takuya Kimura sadly is reported to be totally over acting in the lead.

If you have any sites you want to suggest please contact us here ---------- and you may get free shit

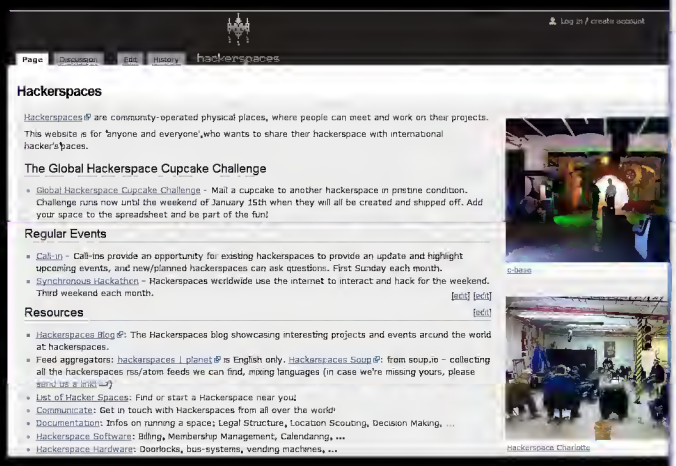
http://disney.go.com/tron/
The Official Tron Site

Far be it for us to promote an official movie site but this tron site is way too cool! You can ride light cycles or fly light jets around a maze collecting disks along the way. Once you have collected all the disks there is more promised content. There is so much time to be wasted on this site so check it out!



http://www.funnyordie.com/
Funny or Die

This site may not be cyberpunk but i literally pissed myself while watching these videos and waited until the video was finished before i cleaned up.
This is a great site for feeling happy when the comedy is good or shitty when for when the comedy really sux. My favorite was the between two ferns with Zach Galifianakis, especially the one with Steve Carell...



http://hackerspaces.org
A Place to find Hackerspaces

Groups of hackers (Hardware, software etc) do gather around the world and this site will pretty much connect you with most of them. Do your own searches if you cant find anything near you but do everything you can to seek them out and learn from the best!

THE ONLY RULE IS SURVIVAL
Disney
TRON
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